AMENDMENTS TO THE CLAIMS

1-2. (canceled)

3. (currently amended): An online ~~game-participant~~ organizing method according to claim 27, ~~comprising the steps of~~:

wherein the organized game team is already playing a game, said method further comprising the step of: ~~inputting respective personal information each including an organizing request in advance into respective terminals to store in the terminals, before the terminals are connected to a network;~~

~~when the terminals of the participants are connected to a server through the network, automatically uploading the personal information of the participants to the server to store in the server;~~

~~searching through the server the personal information of the participants of the terminals connected to the network;~~

~~selecting the terminals of the participants, who are compatible with one another, based on the personal information of the participants and the organizing request to organize the selected participants;~~

~~sharing information by the terminals of the organized participants; and~~

transmitting common control information for starting a game program to be carried out on the terminals from an intervening stage of the program. ~~;~~

~~wherein the personal information of the participants includes a purpose for perticipation in said program an the organizing request includes a desired purpose.~~

4-7. (canceled)

8. (currently amended): A <u>game-participant management</u> server according to claim <u>28</u>7, wherein

said <u>organized team is a team playing online connected to the network,</u> <u>wherein said transmitted common control information includes</u> ~~specific task is a task~~ ~~for starting~~ a program to be carried out on said plurality of terminals from an intervening stage of the <u>game</u> program.

9. (canceled)

10. (currently amended): <u>A game-participant management server according</u> <u>to claim 28 that is connectable with a plurality of terminals via a network, wherein at</u> <u>least one of said terminals comprises:</u> ~~A terminal device to be connected to the server~~ ~~according to claim 28~~<u>5</u>~~, comprising:~~

external memory means for storing personal information of a participant,

when the terminal device is connected to the server, the personal information stored in the external memory means is uploaded to the server.

11. (currently amended): <u>The server of claim 10, wherein said</u> ~~An~~ external memory means <u>is</u> provided in the terminal device ~~according to claim 10~~ and <u>stores</u> ~~storing~~ the personal information of the users.

12-14. (canceled)

15. (currently amended): <u>A game-participant management server according</u> <u>to claim 28 that is connectable with a plurality of terminals via a network, wherein at</u>

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least one of said terminals executes a [[A]] task carrying out method ~~in which terminal devices connected to a server~~, the method comprising the steps of:

transmitting data items personal to the participant ~~information~~ of the ~~users of the~~ terminal ~~devices~~ to the server;

transmitting a request for a game team organization with a specific item with which the participant wants to participate to a game team for executing a common game task;

receiving the common control ~~sharing~~ information from ~~through~~ the server via the network to thereby share common information among the rest of the terminals ~~devices~~ organized by the server; and

playing an online game cooperating with the rest of the terminals ~~devices~~ to carry out the~~a~~ ~~specific~~common task.

~~wherein the personal information includes a user purpose for the task and said transmitting step occurs in response to a user request that includes a desired purpose;~~

~~wherein the personal information of participants are previously input into said terminal devices by the participants and stored in said terminal devices, said terminal devices automatically transmitting the stored personal information when said terminal devices are connected to the network.~~

16-24. (canceled)

25. (currently amended): A game task execution management method executable on a server with which a plurality of terminals are connectable via a network system, said method comprising the steps of:

receiving and registering on a data base of the server information which is sent from said terminals via the network in response to players' operations on the terminals, respectively, said information including plural items which the players want to register on the server;

receiving, from a ~~said~~ terminals in response to a player's ~~the players'~~ operation via the network, a request~~requests~~ for team organization, ~~each of~~ said request~~requests~~ including a specific~~certain~~ item with which the player desires to participate in a team for performing a common task in corporation with other players on a network game;

searching players registered in the data base including the specific ~~certain~~ item in the request and organizing a team of players having the common specific ~~certain~~ item or adding the player to a~~an existing~~ team of players having the common specific ~~certain~~ item and then online to the network;

sending control-information necessary for executing said common task to all of the terminals under control of the players organized as the team, so that all of the players of the team have the common control information for executing said common task on the respective terminals; and

allowing the players of the team to execute said common task of the game on the respective terminals in corporation with each other while connected to the server via the network.

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26. (previously presented): A game task execution management method of claim 25, wherein said certain item is an objective in said common task.

27. (new): An online game-participant organizing method executable on a server with which a plurality of terminals are connectable via a network, said method comprising the steps of:

registering on a database of the server data items personal to the participants sent via the network from the terminals in response to the participants' operations, respectively;

upon receipt of a request for a game team organization with a specific item with which the participant wants to participate in a game team for executing a common game task from a terminal in response to the participant's operation through the network, searching on the database participants registered with the item common to said specific item and then connecting their terminals to the network;

selecting the terminals of the participants among the participants registered with the item common to said specific item and organizing a game team with the selected participants; and

transmitting to the terminals of the organized participants common control information so as to share information among the organized participants for carrying out the game for a common task in corporation.

28. (new): A game-participant management server connectable with a plurality of terminals via a network, comprising:

a database on which data items personal to participants sent via the network from the terminals are registered in response to the participants' operations;

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search means that searches on the database, upon receipt of a request for a game team organization with a specific item with which the participant wants to participate in a game team for executing a common game task from a terminal in response to the participant's operation through the network, participants registered with the item common to said certain item and then connecting their terminals to the network;

organization means which selects the terminals of the participants among the participants registered with the item common to said specific item and organizing a game team with the selected participants; and

transmission means which transmits to the terminals of the organized participants common control information so as to share common information among the organized participants for carrying out the game for a common task in corporation.

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